

# John Lattin

<https://github.com/johnstorm>

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## Computer Skills

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Languages	C, C++, Objective-C, JavaScript, Java, Lua
Editors	Microsoft Visual Studio, Xcode, Eclipse
Other	Git, Mercurial, SVN, CSS, LESS, HTML, OpenGL ES 1.1

## Experience

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**appFigures** January 2012 – Current

appFigures Front end developer  
Developed report pages, including *Top Apps*, *By Product*, and *Reviews*.  
Restructured the internal storage of user selections and preferences.  
Enabled users to add features to their account via add-ons.  
<https://www.appfigures.com>

**Spiralstorm Games** December 2009 – January 2012

Pixelwave Lead developer  
Created an Action Script 3.0 style display hierarchy.  
Added the graphics, touch, and sound subsystems.  
Implemented the game specific library, which included a particle engine.  
<http://pixelwave.org/>  
<https://github.com/spiralstorm/Pixelwave>

LibInk Principal developer  
Created a cross-platform vector-based graphics library.  
<https://github.com/spiralstorm/Pixelwave/tree/graphics-alpha/Pixelwave/Classes/Support/libink>

Flyloop Developer  
Restructured game difficulty and added a new game mode.  
Updated the game to be iPad ready by introducing larger images and balancing for the larger screen.  
<http://www.flyloopgame.com/>

## Education

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**Michigan Technological University** B.S. Computer Science, 2009

### Husky Game Development

Helped run an AI competition with over 100 students in attendance.  
Created a first person shooter using Valve's *Source Engine*.  
Ran a game jam with over 30 competitors.

## Volunteer

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### Pace University

#### Seidenberg School of Computer Science

Ran a game jam and instructed students how to program a simple game.  
Gave a seminar to inspire students from Bayside High School to develop video games.